

# Systems Engineering Process

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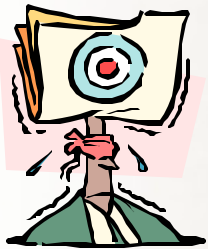
# Agenda

- Process Overview
- Requirements Engineering/Analysis
- Design
- Development
- Integration
- Verification
- Gap Assessment
- Security
- Summary

# *Process Overview*

# Process, Process, Process

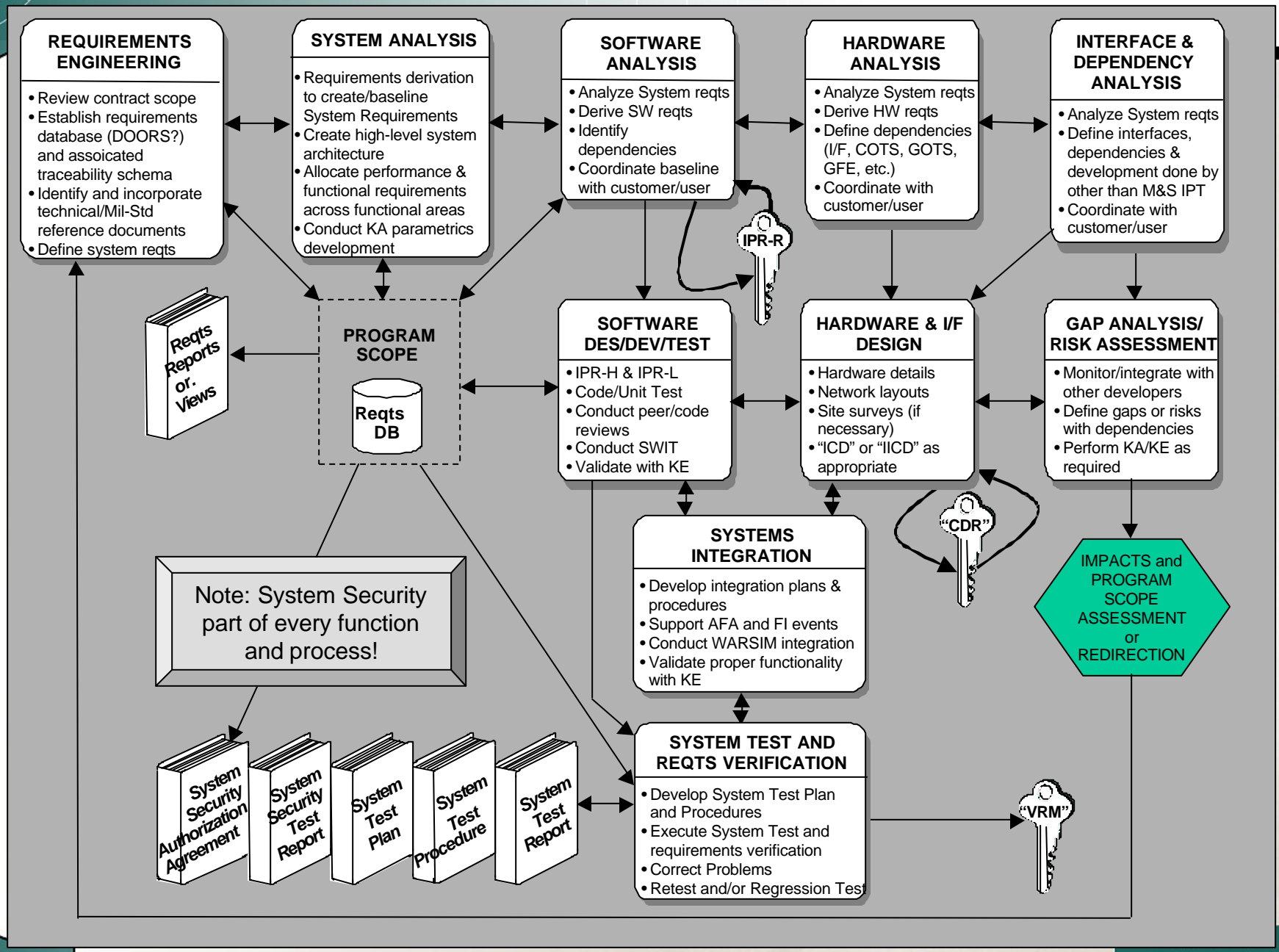
- The good engineers, designers, coders are ready and eager to jump in and build something, which is great!
- Lots of tools out there the help you sort, maintain, design, develop, test and such: DOORS, RTM, CORE, Rational Rose, Clearcase, Exceed, etc...



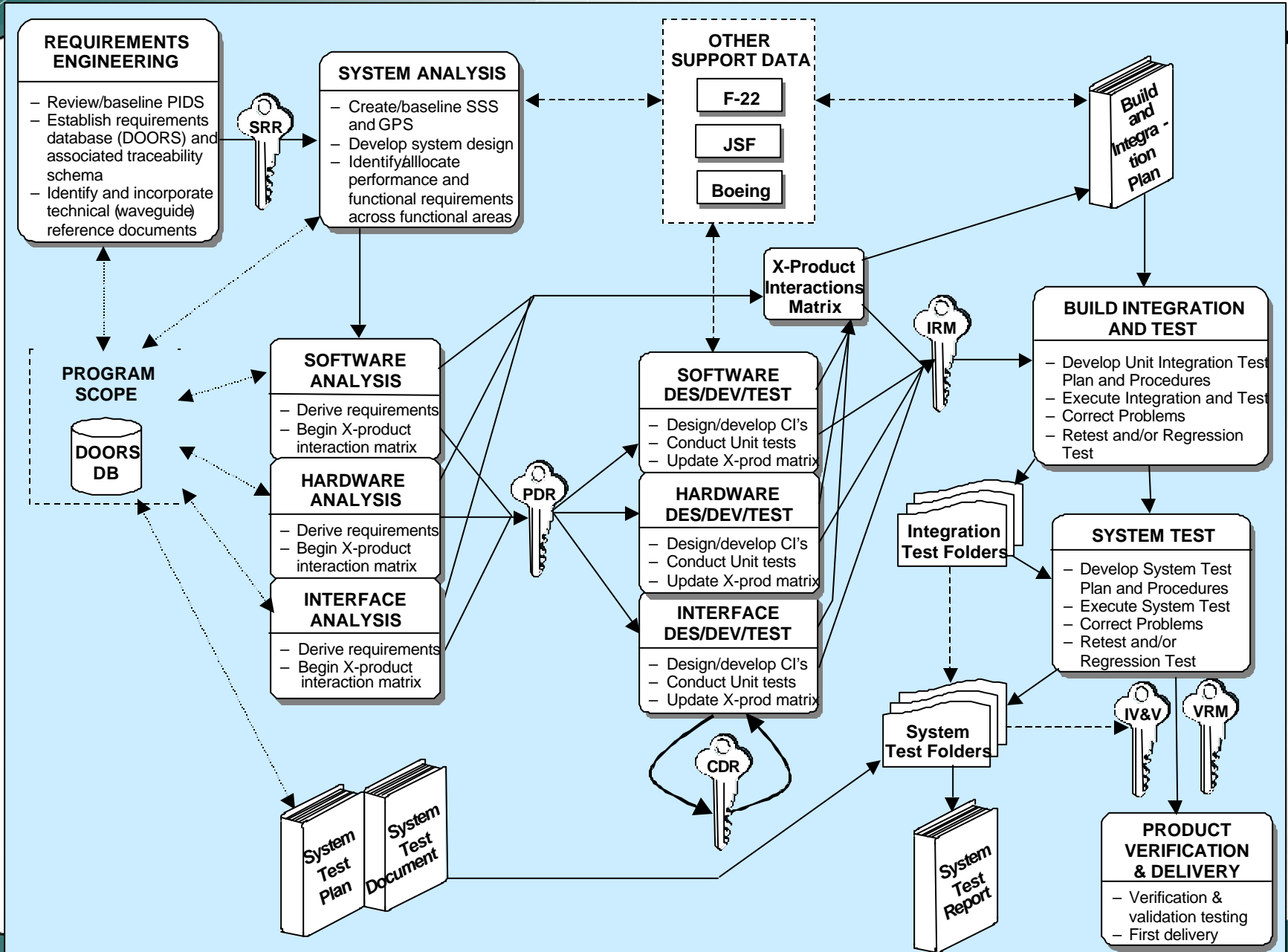
***BUT, don't get ahead of yourself and not know where you are going***

- Establish the plans and processes that define the life cycle of the program and know how to get there from here
- Lots of standards available to follow: ISO 9001, ISO 12207, CMM/SEI, Mil-Std-4998, Mil-Std-1521, etc...

# Life Cycle Development Process Example



# Another Life Cycle Development Process Example



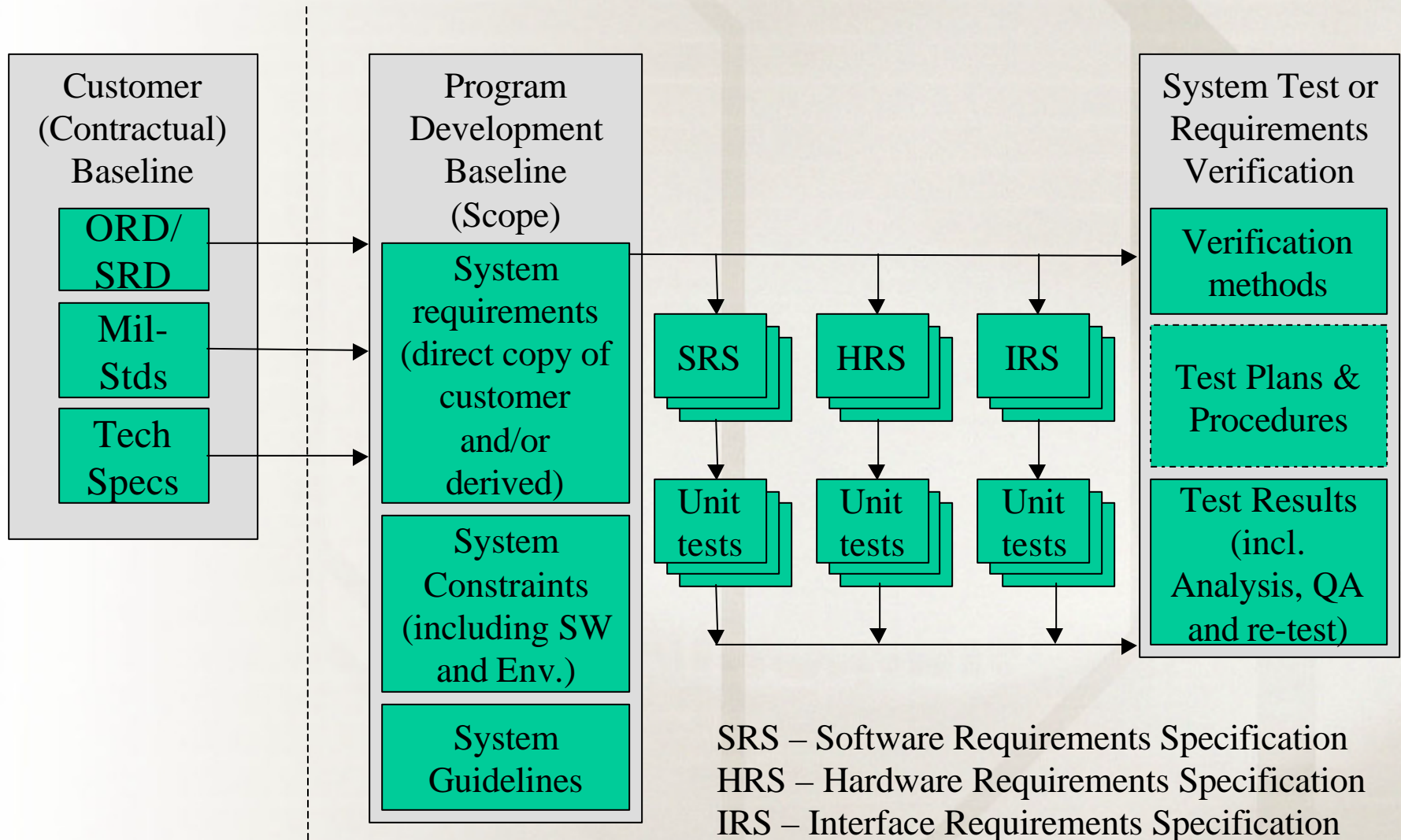
# *Requirements Engineering/Analysis*

# Most Critical Components

- Define the concepts from the user's perspective for everyone to have the same vision
  - Everyone must see the vision to and talk the same language
  - Flow data from Concept Exploration of programs, from docs like:
    - Concept of Operations (CONOPS)
    - Conceptual Model of the User's Space (CMUS)
- Provide a dedicated, comprehensive team to conduct a proper and sufficient requirements engineering
  - Include all functional areas (HW, SW, Safety, Security, ILS, Training, Interfaces, Test, Human Factors, etc.)
  - Understand time constraints and budget teams efforts accordingly
- Establish detailed schema for tracing requirements from users and customers to verification of final product



# Generic Requirements Traceability Approach



Systematic requirements engineering is what Veridian excels in

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# *Design*

# Some Design Basics

- Allocate your requirements across the functional areas of your program
  - General functional area examples: Hardware, Software, Interfaces (i.e. C4I), Safety, Security, Training
  - Specific functional area examples:
    - Hardware: avionics, communications, network
    - Software: sensor, platform, environment, database
- Let designers do their job, but provide process and overview direction
  - From a Systems Engineering standpoint, facilitate the process, helping define the “goes into” and “goes out of” (entry and exit criteria for this phase)
  - Let (make) the software and hardware designers design and derive the answers (let them share or take ownership of the problems)



# *Development*

# Development Basics

- Again, the System Engineer facilitates the process, helping define the entry and exit criteria, but let the developers develop
- Scope analysis and peer reviews are important
  - Developers take understandable pride in their efforts, and often want to make it the best possible product they can, but when is it too much?
    - Review what they are creating and make sure it meets requirements, but don't lose scope control
    - Excess functionality takes time to develop that may be needed later in the program schedule
  - Use peer reviews as an integrated effort to give everyone a common understanding of the product



# *Integration*

# Start Small and Simple

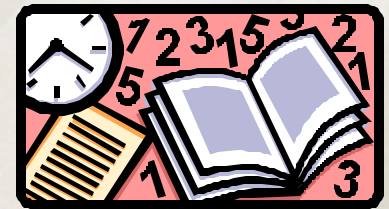
- Many programs take much longer than planned for integration
  - Trying to do a complete integration at once
  - Avoiding perceived “unnecessary” cost of testing “more than once”
- Integrate small pieces at a time by testing single functional threads at a time until you’re comfortable with interfaces that cross domain boundaries
- Let the developers and users provide insights into validity of behaviors and results
- Lean on the experience of component testers who know how the interfaces are supposed to work



# *Verification*

# Re-use and Traceability Analysis

- Verification proves to the user that you met the systems requirements he agreed to at the beginning of the program
- Remember that by this point, you've already tested the functionality several times through unit testing, integration testing, and some system testing
  - Use traceability and analysis to fold lower level testing, including test plans and procedures, up into the system verification
  - Your system requirements should trace down into each subcomponent and back up into an integrated system (reminder, build it into your requirements schema in the beginning)



# *Gap Assessment*

# Find the Holes Sooner than Later

- As you go along, incorporate periodic reviews of your requirements versus designs and products
  - Determine if all the requirements were properly “flowed down” and are being satisfied
  - People forget to go back and reread the CONOPS and requirements to remind them (and focus them) on the scope of their efforts
- Tracing requirements from top to bottom, and then back to top, is very complex
  - Double-check traces before blaming the designers/developers of missing something
  - Many times the design is there, but the traces are not



# *Security*

# Always Keep It in the Forefront

- Train your folks, multiple times if necessary, to make sure security is leading their designs and products
  - Putting in guards, firewalls, gateways or work-arounds later to correct poor security can be very, very expensive
  - Make sure your entire team understands the security vision and approach
- Know the requirements (NISPOM, DCID, etc.) and ways they can be met
  - Understand tools in industry that makes your security job and designs easier
  - It's always changing and getting better



# *Summary*

# Main Points

- Take the time to do the requirements engineering right the first time
- Many tools available to help take you from requirements to design, but remember basic principles:
  - Maintain focus and scope, don't burst your requirements bubble with “bells and whistles” or “requirements creep”
  - Get and maintain a common vision that everyone understands and works towards
  - Don't get caught in the weeds, let designers and developers do their job, but help them stay on track

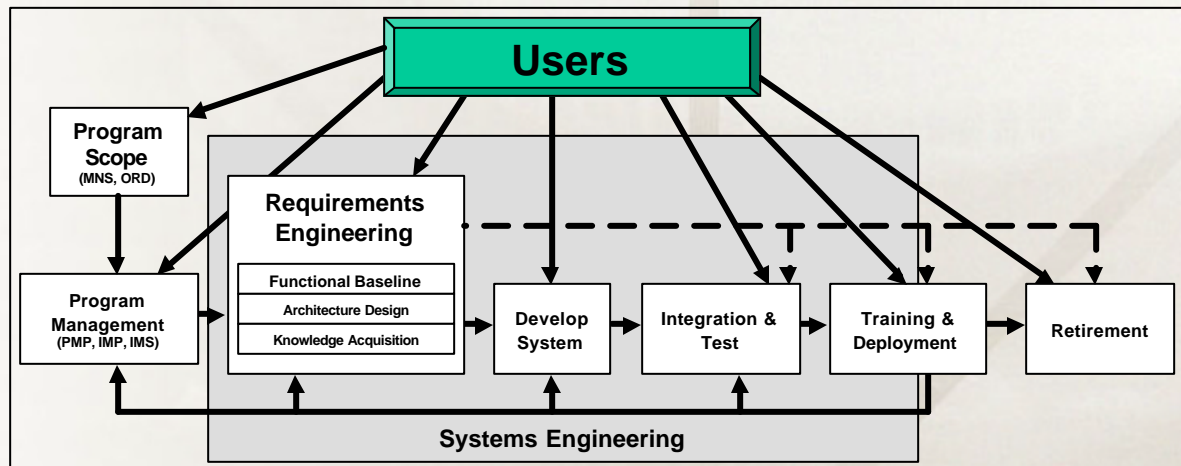


# A Few Lessons Learned

- Keep the users involved in every step
- Tracing must be precise and complete
  - Else FRT (Forward Requirements Trace) and BRT (Backward Requirements Trace) will be useless
  - Any System requirement not traced downward (or properly “stubbed”) will be considered not satisfied and a development “hole”
  - Any Derived requirement not traced upward will be considered out of scope and not appropriate for development baseline
  - PLEASE don’t use internal links; structure the document so these will not be necessary (see Vern for details and help)
- Actual printed documentation (System Spec, SRS, HRS, etc.) will be outdated references and should only be printed and understood as being “dated” view of the development baseline
  - The current development baseline will only be in the configuration managed DOORS database
  - Everyone can view most current data immediately via tool, avoiding having to check if the paper copy is current, or what’s changed

# An SBA Modeling and Simulation Perspective

- Simulation Based Acquisition (SBA) feeds and draws from the Systems Engineering Development Life Cycle
  - To help scope the program
  - Uses Modeling and Simulation to help
    - Bound and define the scope
    - Performance and effectivity of the functions and products before or as part of deriving the software, hardware, interface, safety and security requirements



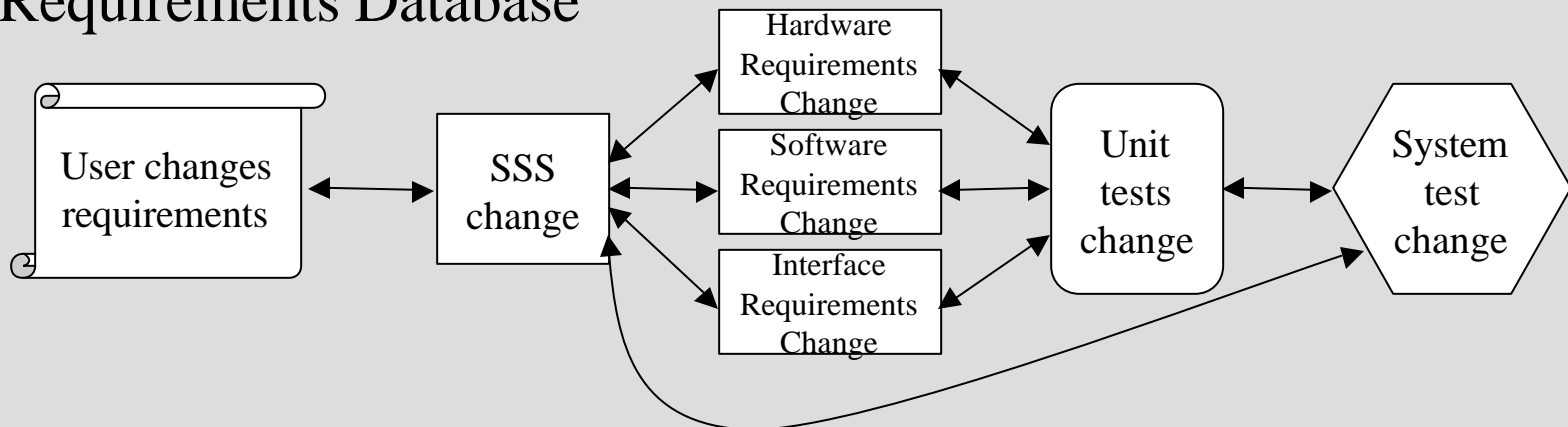
# *Back-up*

# *Traceability (Backup)*

# Effective Database Application/Traceability is Critical

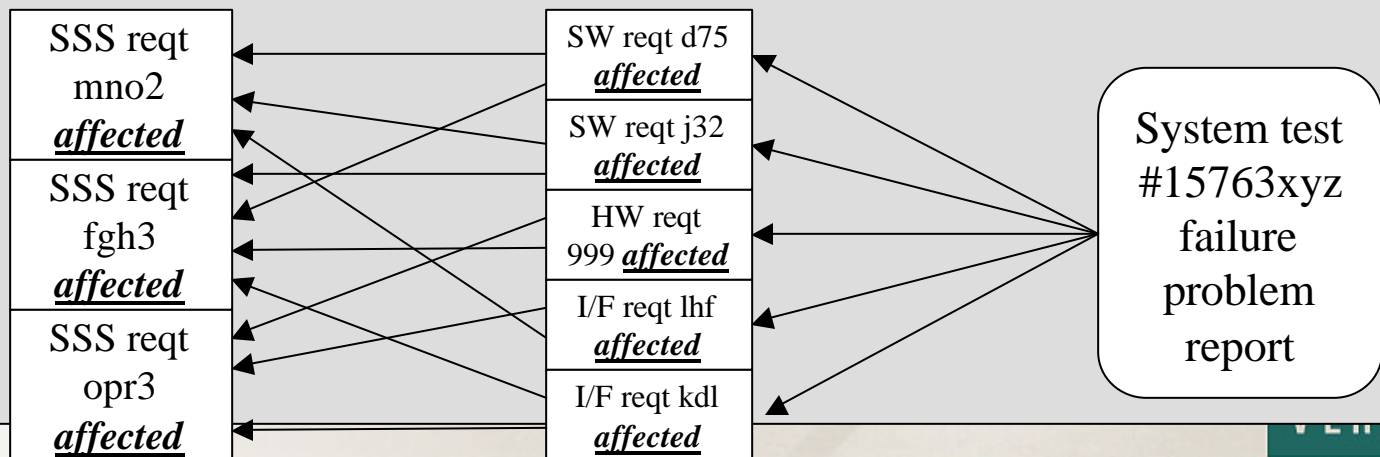
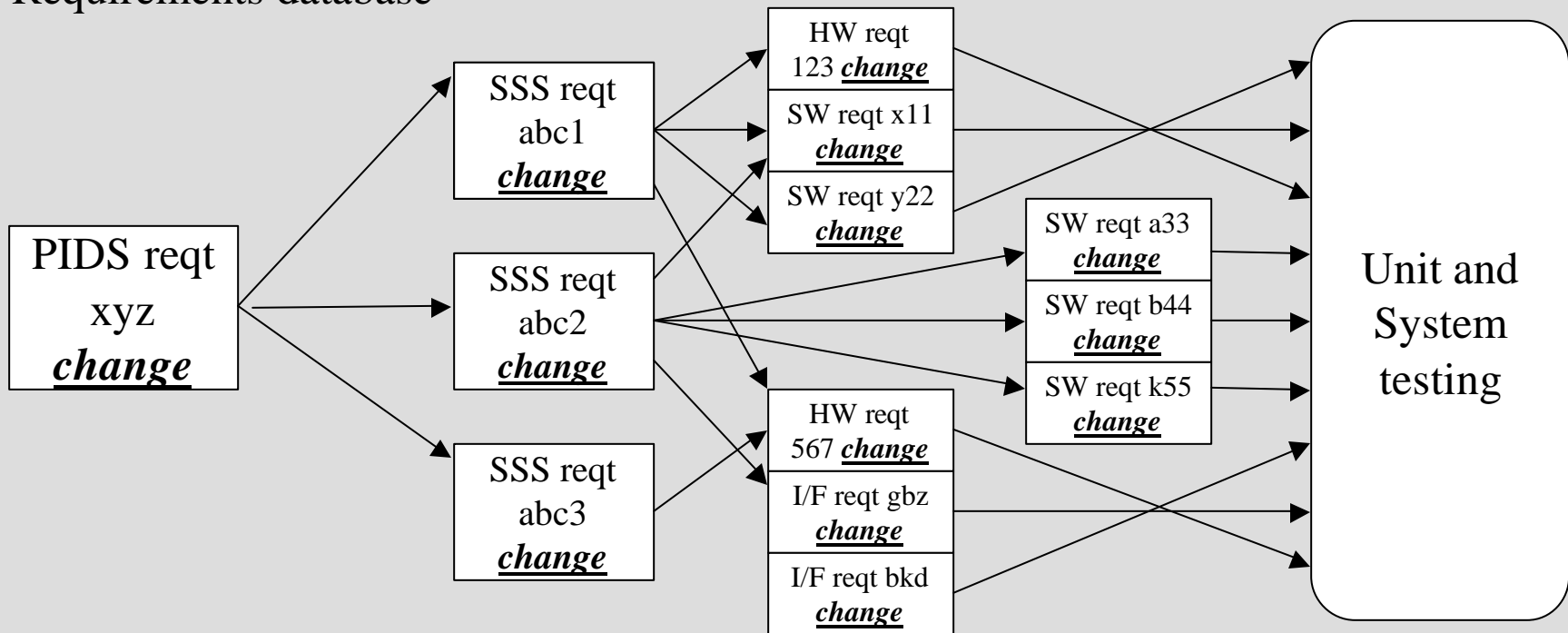
- Effective database application and traceability is critical to support:
  - Efficient configuration management and change control (database control of access and distribution)
  - Everyone (with proper access) can see current documentation and any updates or change history
  - Quick analysis or definition of change impacts (forward for requirements changes and reverse for design and test changes)
  - Support requirements verification and validation efforts
  - Easier SEI Level 3 compliance

## Requirements Database

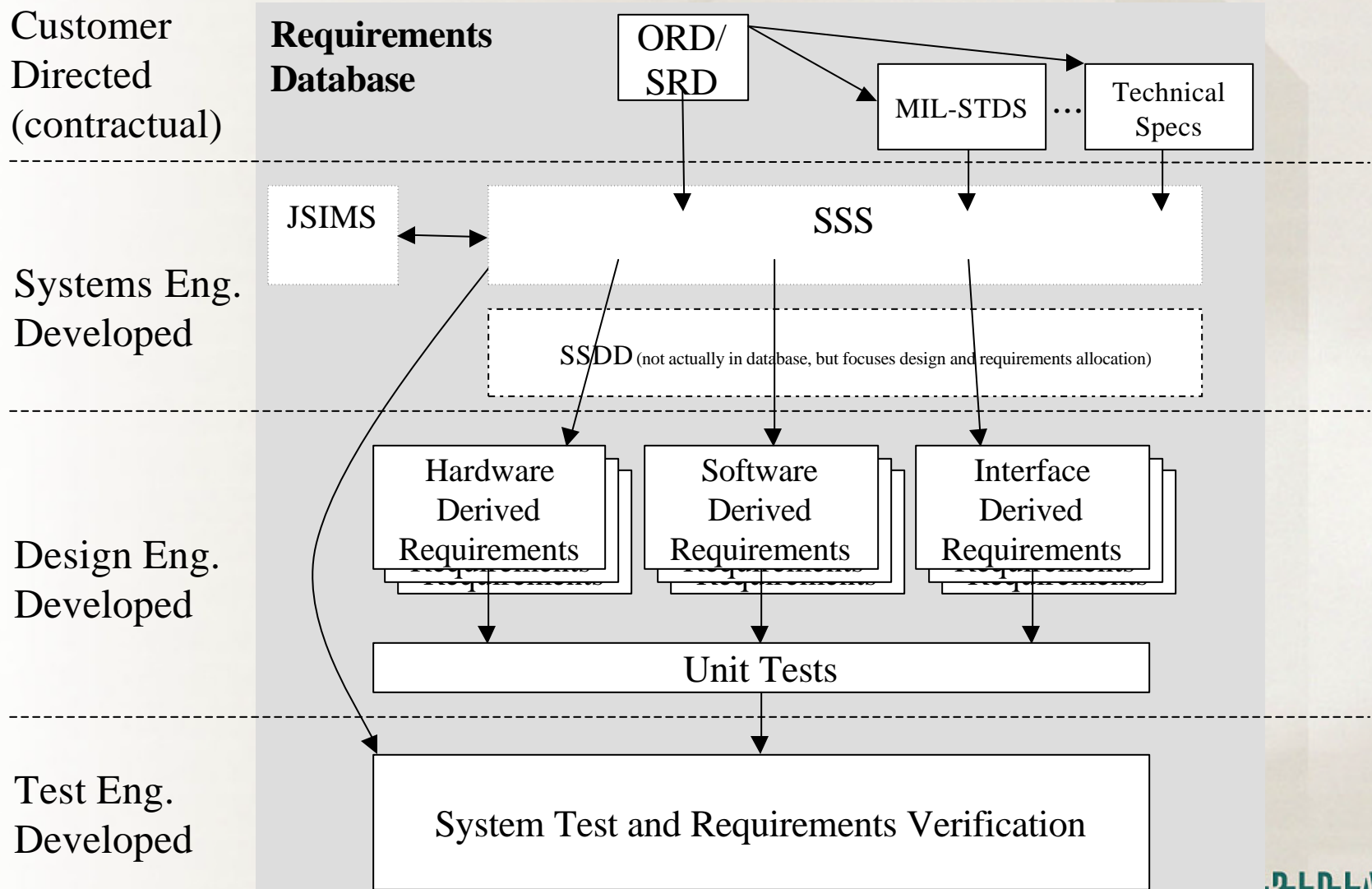


# Forward and Backwards Tracing

## Requirements database



# Example Database/Traceability Schema



# Requirements Development Guidelines

- Requirements tell you “what”, not “how”. Do not constrain designers by requiring certain implementations, hardware, etc.
- Derived requirements can have multiple levels, with the lowest level defining a single, testable “function”
- Write positive requirements, avoid putting “shall not...”, such as “...CSCI/HWCI shall not send ...”
- Double-check to make sure requirements are testable and supportable
  - Be specific about “what” you require, and avoid open ended statements containing “may be”, “to include” or “might consist of”
  - If it’s a performance related requirement, then bound the statement (throughput required, word-size, cooling capacity, etc.) so it can be tested
  - Do not define your test method in the requirement, such as “this requirement may be verified by analysis (SSDD 4.1.0.0.2.1, 00-00040); leave that for the test folks to define during verification method definition
  - Do not reference other documents in total, as that may require testers to verify performance against the entire document, but rather be precise in what you reference; note: it’s best not to reference any external document to avoid constant updates or configuration management problems
  - Be sure technology and program resources support the requirements (i.e. don’t require hardware or systems not available or unaffordable); besides, don’t write constraining design or implementation requirements, focus on functionality

